THE LURKER IN THE BASEMENT

Our first Horror game. The plot is by H.P. Lovecraft out of Steven King. (According to Brian, it even is somewhat like "The Amityville Horror" [ecch!]). You find a thingy in your basement which opens into a Lovecraftian subterranean world. Lots of squishy Freudian monsters. Lots of gore, too, I guess. Probably rated PG-13, at least.

PSYCHOANALYSIS

Even the highly publicized Racter can't parse English as well as we can. This game would involve exploring a character's mind (obviously an interesting character: most likely a terrorist) to find the key to converting/curing him. Could be done in straight interactive form, where you are always conversing with him, or as a more conventional adventure (like Zelazny's "Dream Master") where you can literally explore his mind via some clever SF gimmick.

SABOTEUR

This is a puzzle-oriented ToA with a James Bond theme. You parachute into the Amazonian jungle to destroy the deadly MacGuffin Ray being built by a mad scientist for an evil South American dictator. Little does the dictator know that the scientist plans to RULE THE WORLD! Cackle, chortle. Treacherous guides, nubile young ladies, pits full of crocodiles, great gadgetry, and all that yummy stuff.

-------- Non-I.F. stuff--------

D&D ASSISTANT

Would use graphics and stuff to do all the tedious junk associated with D&D. Could work with TSR, I guess. (Though if we didn't, we could make versions for other D&D systems than theirs, as well).

HAND-TO-HAND COMBAT SIMULATOR

A realistic fencing and other hand-to-hand combat simulator, where you see what happens, where practice improves your ability, and so on. There might even be a fantasy mode where you take on a dragon with an Uzi machine gun.

SUPER-ROGUE

Make a version of Rogue (i.e., exploration/combat/visual oriented type adventure game with better graphics (using DIP) and real puzzles (like I.F. games) instead of continual monster hacking. Make it ego-centric like Maze (and Wizardry). Have better monster animation. etc. etc. Could be a big Graphics Group project.

SOFTWARE OBSERVATORY

This would be a program for examining the heavens. It would display constellations, planets, etc. It would allow you to play with the time setting to see the future/past of planet positions, and with space to see constellations and such from other parts of the earth. Not sure how much lack of decent floating point number support hampers this? Gerry Sussman at MIT is doing this on a custom designed computer...